

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for capturing decrypted information directed to a presentation device, the method comprising:

receiving, by the presentation device, decrypted information, wherein the device includes:

a shader module containing a ~~[[first]]~~ shader instruction sequence executable to apply a visual effect to each of one or more pixels comprising a presentable representation of the decrypted information and direct the one or more pixels to a display, and

a capture module containing a capture instruction sequence executable to store at least one of the decrypted information or the one or more pixels with the applied visual effect in a first computer readable storage medium;

receiving, by the presentation device, an update~~[[d]]~~ to the ~~[[shader]]~~ capture instruction sequence, wherein the ~~updated shader instruction sequence~~ update includes instructions executable to ~~store at least one of the decrypted information or the one or more pixels in a computer readable storage medium;~~ and monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to a second computer readable storage medium when changes to the one or more pixels occur;

installing, by the presentation device, the ~~updated shader instruction sequence~~ on the ~~[[shader]]~~ capture module, wherein installation of the ~~updated shader instruction~~

~~sequence~~ modifies at least a portion of the ~~first-shader~~ capture instruction

sequence[[,]];

executing, by the presentation device, the modified ~~first-shader~~ capture instruction

sequence ~~on the shader module~~ to: monitor changes to the one or more pixels with

the applied visual effect stored in the first computer readable storage medium and

[[store]] direct at least one of the decrypted information or the one or more pixels

with the applied visual effect [[in]] to the second computer readable storage

medium when changes to the one or more pixels occur.

2. (Previously Presented) The method of claim 1, wherein receiving decrypted information comprises:

providing a certification to a process; and

receiving decrypted information from the process.

3. (Previously Presented) The method of claim 1, wherein receiving decrypted information comprises interacting with an executing process in a manner that implies certification.

4. (Previously Presented) The method of claim 1 wherein receiving decrypted information comprises receiving a presentable representation.

5. (Previously Presented) The method of claim 1 wherein receiving decrypted information comprises receiving a compressed content stream.

6. (Cancelled).

7. (Currently Amended) The method of claim 1, further comprising:

retrieving, by the presentation device, the one or more pixels with the applied visual

effect from the first computer readable storage medium;

encoding, by the presentation device, the one or more pixels with the applied visual effect

in a compressed format; and

storing, by the presentation device, the compressed format of the one or more pixels with

the applied visual effect in the first computer readable storage medium.

8. (Currently Amended) The method of claim 1, further comprising:

converting, by the presentation device, the decrypted information into a compressed

content stream; and

storing, by the presentation device, the compressed content stream in the first computer

readable storage medium.

9. (Currently Amended) The method of claim 1, further comprising:

storing, by the presentation device, at least one of a display frame and an update frame

associated with the decrypted information in the first computer readable storage

medium.

10 – 14. (Cancelled).

15. (Currently Amended) A[[n]] presentation device for capturing decrypted information comprising:

a shader module containing a first shader instruction sequence executable to apply a visual effect to each of one or more pixels comprising a presentable representation of decrypted information directed to the presentation device and direct the one or more pixels with the applied visual effect to a display;

a capture module containing a capture instruction sequence executable to store at least one of the decrypted information or the one or more pixels with the applied visual effect in a first computer readable storage medium;

an information port for receiving (i) the decrypted information directed to the presentation device and (ii) an update[[d]] to the [[shader]] capture instruction sequence, wherein the update[[d]] ~~shader instruction sequence~~ includes instructions executable to ~~store at least one of the decrypted information or the one or more pixels in a computer readable storage medium;~~ monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to a second computer readable storage medium when changes to the one or more pixels occur;

an execution unit, containing a processor, for:

installing the updated ~~[[shader]]~~ capture instruction sequence on the ~~[[shader]]~~ capture module, wherein installation of the update~~[[d]]~~ ~~shader instruction sequence~~ modifies at least a portion of the ~~first shader~~ capture instruction sequence, and

executing the modified ~~[[first]]~~ capture instruction sequence to ~~apply a visual effect to each of the one or more pixels, direct the one or more pixels with the applied visual effect to a display, the decrypted information and store at least one of the decrypted information or a presentable representation of the one or more pixels the decrypted information in the computer readable storage medium~~ monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to a second computer readable storage medium when changes to the one or more pixels occur.

16. (Previously Presented) The presentation device of claim 15, wherein the information port is capable of providing an explicit certification to a host system.

17. (Previously Presented) The presentation device of claim 16, wherein the information port is capable of interacting with the host system in a manner that implies certification.

18. (Previously Presented) The presentation device of claim 15, wherein the information port is capable of receiving a presentable representation of decrypted information.

19. (Previously Presented) The presentation device of claim 15, wherein the information port is capable of receiving a compressed content stream of the decrypted information.

20. (Cancelled).

21. (Currently Amended) The presentation device of claim 15, further comprising a compression unit capable of:

retrieving the one or more pixels with the applied visual effect from the first computer readable storage medium;

encoding the one or more pixels in a compressed content stream; and

storing the compressed content stream in the first computer readable storage medium.

22. (Cancelled).

23. (Currently Amended) The presentation device of claim 15, the executing further comprising:

storing at least one of a display frame and an update frame associated with the decrypted information in the first computer readable storage medium.

24 – 26. (Cancelled).

27. (Currently Amended) The presentation device of claim 15, the executing further comprising:

converting the decrypted information into a compressed content stream; and
storing the compressed content stream in the first computer readable storage medium.

28. (Currently Amended) The presentation device of claim 15, the executing further comprising:
storing at least one of a display frame and an update frame associated with the decrypted
information in the first computer readable storage medium.

29 – 33. (Cancelled).

34. (Currently Amended) A system for capturing decrypted information, the system comprising:
a host processor;
a first computer readable storage medium in communication with the host processor;
a second computer readable storage medium in communication with the host processor;
a display adapter in communication with the host processor that includes:
a shader module containing a [[first]] shader instruction sequence executable to apply a
visual effect to each of one or more pixels comprising a presentable representation
of the decrypted information and direct the one or more pixels to a display;
a capture module containing a capture instruction sequence executable to store at least
one of the decrypted information or the one or more pixels with the applied visual
effect in the first computer readable storage medium;
a host port for receiving (i) decrypted information and (ii) an update~~[[d]]~~ to the ~~[[shader]]~~
capture instruction sequence, wherein the update~~[[d]]~~ ~~shader instruction sequence~~

~~includes instructions executable to store at least one of the decrypted information~~
~~or a presentable representation of the one or more pixels the decrypted~~
~~information in the computer readable storage medium; monitor changes to the one~~
~~or more pixels with the applied visual effect stored in the first computer readable~~
~~storage medium and direct the one or more pixels with the applied visual effect to~~
~~the second computer readable storage medium when changes to the one or more~~
~~pixels occur;~~

an instruction memory for storing the [[first]] shader instruction sequence, the capture
instruction sequence, and the update[[d]] ~~shader instruction sequence~~;

an execution unit for:

installing the update[[d]] ~~shader instruction sequence~~ on the [[shader]] capture
module, wherein installation of the update[[d]] ~~shader instruction~~
~~sequence~~ modifies at least a portion of the ~~first shader~~ capture instruction
sequence,

executing the modified ~~first shader~~ capture instruction sequence to ~~apply a visual~~
~~effect to each of the one or more pixels and store at least one of the~~
~~decrypted information or the one or more pixels in the computer readable~~
~~storage medium~~ monitor changes to the one or more pixels with the
applied visual effect stored in the first computer readable storage medium
and direct the one or more pixels with the applied visual effect to the
second computer readable storage medium when changes to the one or
more pixels occur; and

an authorized player instruction sequence stored in the instruction memory that, when

executed by the host processor, minimally causes the host processor to:

retrieve the at least one of the decrypted information or the one or more pixels

with the applied visual effect from the first computer readable storage

medium; and

direct the at least one of the decrypted information or the one or more pixels with

the applied visual effect to the display adapter.

35. (Previously Presented) The system of claim 34, wherein the execution unit provides at least one of an explicit certification and an implicit certification to the authorized player instruction sequence.

36. (Currently Amended) The system of claim 34, the executing further comprising:

converting the decrypted information into a compressed content stream; and

storing the compressed content stream in the first computer readable storage medium.

37. (Currently Amended) The system of claim 34, the executing further comprising:

storing at least one of a display frame and an update frame associated with the decrypted

information in the first computer readable storage medium.

38. (Cancelled).

39. (Currently Amended) A computer program product, tangibly embodied in a computer-

readable storage medium, for capturing decrypted information, the computer program product

including instructions being operable to cause a data processing apparatus to:

receive decrypted information directed to a presentation device, wherein the device includes:

a shader module containing a ~~[[first]]~~ shader instruction sequence executable to apply a visual effect to each of one or more pixels comprising a presentable representation of the decrypted information and direct the one or more pixels to a display, ~~[[;]]~~ and

a capture module containing a capture instruction sequence executable to store at least one of the decrypted information or the one or more pixels with the applied visual effect in the first computer readable storage medium;

receive an update~~[[d]]~~ to the ~~[[shader]]~~ capture instruction sequence, wherein the

~~update[[d]] shader instruction sequence~~ includes instructions executable to store ~~at least one of the decrypted information or the one or more pixels in a computer readable storage medium;~~ monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to the second computer readable storage medium when changes to the one or more pixels occur;

install the ~~update[[d]] shader instruction sequence~~ on the ~~[[shader]]~~ capture module, wherein installation of the ~~update[[d]] shader instruction sequence~~ modifies at least a portion of the ~~[[first]]~~ capture instruction sequence; and

~~executing~~ execute the modified ~~[[first]]~~ capture instruction sequence to ~~apply a visual effect to the one or more pixels, direct the one or more pixels with the applied visual effect to a display, and store at least one of the decrypted information or the~~

~~one or more pixels in the computer readable storage medium~~ monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to the second computer readable storage medium when changes to the one or more pixels occur.

40. (Currently Amended) A system for capturing decrypted information, the system comprising:

means for receiving decrypted information directed to a presentation device, wherein the device includes:

a shader module containing a ~~[[first]]~~ shader instruction sequence executable to apply a visual effect to one or more pixels comprising a presentable representation of the decrypted information and direct the one or more pixels with the applied visual effect to a display~~[[;]], and~~

a capture module containing a capture instruction sequence executable to store at least one of the decrypted information or the one or more pixels with the applied visual effect in a first computer readable storage medium;

means for receiving an update~~[[d]]~~ to the ~~[[shader]]~~ capture instruction sequence, wherein the update~~[[d]]~~ ~~shader instruction sequence~~ includes instructions executable to ~~store at least one of the decrypted information or the one or more pixels in a computer readable storage medium~~ monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium

and direct the one or more pixels with the applied visual effect to a second computer readable storage medium when changes to the one or more pixels occur;

means for installing the update[[d]] ~~shader instruction sequence~~ on the capture module, wherein installation of the update[[d]] ~~shader instruction sequence~~ modifies at least a portion of the [[first]] capture instruction sequence; and

means for executing the modified [[first shader]] capture instruction sequence to ~~apply a visual effect to the one or more pixels, direct the one or more pixels with the applied visual effect to a display, and store at least one of the decrypted information or the one or more pixels in the computer readable storage medium.~~

monitor changes to the one or more pixels with the applied visual effect stored in the first computer readable storage medium and direct the one or more pixels with the applied visual effect to the second computer readable storage medium when changes to the one or more pixels occur.

41. (Cancelled).

42. (Currently Amended) A method for capturing decrypted information directed to a graphics processing unit of a presentation device, the method comprising:

receiving, by the graphics processing unit, decrypted information, wherein the graphics processing unit includes:

a shader module containing a first instruction sequence executable to apply a visual effect to one or more pixels comprising a presentable representation

of the decrypted information and direct the one or more pixels with the applied visual effect to a display~~[[;]], and~~

a capture module containing a capture instruction sequence executable to store at least one of the decrypted information or the one or more pixels with the applied visual effect in a video RAM;

receiving, by the graphics processing unit, an update~~[[d]] to the [[shader]] capture~~ instruction sequence, wherein the ~~second shader instruction sequence update~~ includes instructions executable to ~~store the one or more pixels in a video RAM;~~ monitor changes to the one or more pixels with the applied visual effect stored in the video RAM and direct the one or more pixels with the applied visual effect to an information port when changes to the one or more pixels occur;

installing, by the graphics processing unit, the update~~[[d]] shader instruction sequence~~ on the ~~[[shader]] capture~~ module, wherein installation of the update~~[[d]] shader instruction sequence~~ modifies at least a portion of the ~~[[first shader]] capture~~ instruction sequence;

executing, by the graphics processing unit, the ~~modified first shader instruction sequence of the shader module~~ to apply a visual effect to the one or more pixels;

directing, by the graphics processing unit, the one or pixels with the applied visual effect to the video RAM; and

executing, by the graphics processing unit, the modified capture instruction sequence to monitor changes to the one or more pixels with the applied visual effect stored in the video RAM and direct the one or more pixels with the applied visual effect to

a host port connected to a system bus for storage in a computer readable storage

medium when changes to the one or more pixels occur.

~~retrieving, by a system processor of the presentation device, the one or more pixels with~~

~~the applied visual effect from the video RAM; and~~

~~directing, by the system processor, the one or more pixels with the applied visual effect to~~

~~a host port connected to a system bus for storage in a computer readable storage~~

~~medium.~~

43. (Previously Presented) The method of claim 1, wherein the presentation device comprises a graphics processing unit located on a graphics adapter.